

Mike Jennings

Game & Level Designer

Personal Info

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WWW

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Twitter

twitter.com/CottageGames

Skills

Game Dev Tools: Unity, Unreal Engine 4, MS Excel

3D: 3DS Max, Maya

2D: Adobe Photoshop, Illustrator, Inkscape

Languages: Blueprint (Unreal 4), C++, C#

A pencil and paper

Education

2016 - 2019 **Algonquin College**
Game Development Advanced Diploma

Previous Experience

- 2021-05 - present **Level Designer**
Dissident Interactive
Unannounced Project
- Block out and iterate on existing levels in various states of completion, adding features and sections as game mechanics evolved
 - Sketch out and design new environments based on changes in game direction
 - Was part of weekly QA/Design meetings to playtest and identify design issues and gameplay bugs
- 2020-04 - 2021-02 **Game & Level Designer**
Phantom Compass
Rollers of the Realm: Reunion
- Designed, documented, and built physics-based levels in Unity linked to an overall narrative
 - Wrote dialogue barks, item descriptions, and flavour text for in-game lore items
 - Worked as a writer on both the overall narrative arc and on smaller, independent beats within each level
 - Created, balanced, and maintained design spreadsheets that covered character progression, upgrade paths, and game pacing
- 2019-07 - 2019-10 **Level Designer**
Kindly Beast Inc
Bendy and the Dark Revival
- Created level blockouts and narrative scripting in Unity
 - Wrote and managed the Level Design Documentation
- Showdown Bandit**
- Created level blockouts in Unity
 - Designed and decorated environments according to narrative and art requirements
 - Performed initial and production lighting passes with a focus on optimization
- 2011 - 2017 **Simulations Administrator**
Endgame Technologies Inc. & Simfront Simulations Systems Corporation
- Managed a three person team and oversaw daily tasks and progress towards weekly and monthly goals
 - Developed terrain resources for use during ongoing training initiatives with CANSOFCOM